Sonic and Shadow definitions

The Naming Committee decided, as its first act, to define which tricks fall under the definition of Sonic and which fall under Shadow. Recent debate and confusion have brought up the topic of the naming and spin types for these tricks.

Contents

Sonic

- The pen travels along the hand (Normal: Pinky -> Thumb; Reverse: Thumb -> Pinky) from between one pair of fingers to another.
- The pen completes 1 rotation as it travels between fingers.
- The motion of the pen falls into the Conic spin type. The pen spins at an angle to the hand.

Shadow

- The push and catch are the same as Sonic.
- The pen either travels along the hand from between one pair of fingers to another or starts and finishes in between the same pair. The pen can travel either up or down the hand for Shadows Normal and Reverse.
- The pen completes 1.5 or more rotations during the trick. The push involves 0.5 rotation, the catch involves 0.5 rotation and the spin on the back of the fingers involves 0.5 or more rotations.
- The motion of the pen falls into the Top spin type. The pen spins parallel to the hand in between the push and catch.

Notes

- There is no longer a single direction specified that a Shadow must follow. Shadows Normal and Shadows Reverse can each now travel up the hand, down the hand or stay in the same place. Any other variations (Inverse Normal, Inverse Reverse, etc…) also follow this revision.

- Sonic Normal and Sonic Reverse will only contain a single rotation throughout the trick. Any additional rotations involve changing the motion from Conic spin to Top spin and thus changing the trick from Sonic to Shadow. Sonic 1.5 and above are now Shadows. Any other variations (Inverse Normal, Inverse Reverse, etc…) also follow this revision.

Examples

- Sonic Normal 1.0 23-12 is still Sonic Normal 1.0 23-12
- Sonic Normal 1.5 23-12 is now Shadow Normal 1.5 23-12

Retrieved from "http://www.upsb.info/wiki/index.php/Sonic_and_Shadow_definitions"

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Sonic/Shadow Definitions

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sketching

💬 2,110

🕐 Oct 16, 2006 #1

The Naming Committee has decided, as its first act, to define which tricks fall under the definition of Sonic and which fall under Shadow. Recent debate and confusion have brought up the topic of the naming and spin types for these tricks.

New definition of Sonic
1. The pen travels along the hand (Normal: Pinky -> Thumb; Reverse: Thumb -> Pinky) from between one pair of fingers to another.
2. The pen completes 1 rotation as it travels between fingers.
3. The motion of the pen falls into the Conical type. The pen spins at an angle to the hand.

New definition of Shadow
1. The push and catch are the same as Sonic.
2. The pen either travels along the hand from between one pair of fingers to another or starts and finishes in between the same pair. The pen can travel either up or down the hand for Shadows Normal and Reverse.
3. The pen completes 1.5 or more rotations during the trick. The push involves 0.5 rotation, the catch involves 0.5 rotation and the spin on the back of the fingers involves 0.5 or more rotations.
4. The motion of the pen falls into the Spin type. The pen spins parallel to the hand in between the push and catch.

Revisions to take note of
- There is no longer a single direction specified that a Shadow must follow. Shadows Normal and Shadows Reverse can each now travel up the hand, down the hand or stay in the same place. Any other variations (Inverse Normal, Inverse Reverse, etc...) also follow this revision.
- Sonic Normal and Sonic Reverse will only contain a single rotation throughout the trick. Any additional rotations involve changing the motion from Conical to Spin and thus changing the trick from Sonic to Shadow. Sonic 1.5 and above are now Shadows. Any other variations (Inverse Normal, Inverse Reverse, etc...) also follow this revision.

Examples
- Sonic Normal 1.0 23-12 is still Sonic Normal 1.0 23-12
- Sonic Normal 1.5 23-12 is now Shadow Normal 1.5 23-12

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Taro

💬 551

🕐 Oct 17, 2006 #2

FINALLY. thank u sketching and rest of NC. took long enough for ppl to rename sonic 1.5 to shadow. it gets rid of a whole slew of rev issues.

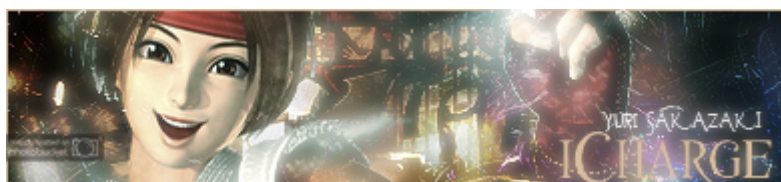*#BLOCK^_^DATA#(213):(0010):(Quota):(Quota);#BLOCKv_vDATA#*

Flashy

💬 336

🕐 Oct 17, 2006 #3

it gets more basic but i actually liked saying sonic 1.5. . .

now theres no sonic that spins higher then 1.0. . .

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sicxer_

🕐 Oct 17, 2006 #4

This will probably take awhile to get used to. Anyway I have a question. What is the default start and end position of a shadow now? Like for a sonic, when you just say a sonic just as itself people would automatically think of 23-12. But you state here that the catch is the same as a sonic. So do you mean that a shadow 23-12 would now be the default representation of 'shadow'? Or would it still be 12-23?

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TayYH89

🕐 Oct 17, 2006 #5

How about ShadowStill 12-12.
I guess that's pretty much the "default" shadow.

(\ /) This is Bunny.
(. .) Copy and paste Bunny into your signature
c( )( ) to help him gain world domination.#BLOCK^_^DATA#(213):(0010):(Quota):(Quota);#BLOCKv_vDATA#

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kensai

🕐 Oct 17, 2006 #6

There is no default...there's shadow still, and then there's shadow [insert position - position], and their reverses.

Whistling, Penspinning, Daydreaming.....these are my favourite things.
SPSGIV Video
Neobak/Fingerpass - Best. Thread. Ever. + crazypsvid#BLOCK^_^DATA#(213):(0010):(Quota):(Quota);(937):(0010): (Dark%20Angel-REX):(Dark%20Angel-REX);#BLOCKv_vDATA#

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sketching

⊙ Oct 18, 2006 #7

> 66 kensai @ Oct 17 2006, 04:54 AM wrote:
>
> There is no default...there's shadow still, and then there's shadow [insert position - position], and their reverses.

Agreed, since Shadow came from Sonic, you could think of Shadow Normal 12-23 as default, but there's no reason not to start with 12-12 or even 23-12. :lol:

When suggesting a starting trick one should just use the easiest for themselves as a suggestion while allowing that others may be easier for other people. It's up to the new user him/herself to decide which trick to go for based on strong/flexible their own fingers are and which starting position is more comfortable for them.

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Flashy   💬 336

⊙ Oct 18, 2006 #8

so wouldnt there be shadow fall harmonic now?
shadow fall, and then reverse shadow rise?

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yxTay   💬 487

⊙ Oct 18, 2006 #9

> 66 Flashy @ Oct 18 2006, 06:25 AM wrote:
>
> so wouldnt there be shadow fall harmonic now?
> shadow fall, and then reverse shadow rise?

Huh? You mean there isn't before this article was released?

On another note, the naming of Shadow Fall/Rise combos have to be edited, to Shadow Normal Rise, Shadow Normal Fall, Shadow Reverse Rise and Shadow Reverse Fall. The direction notations have to be included for full understanding of the combos.

sketching

💬 2,110

Yep, what was Sonic Rise 1.5 is now Shadow Normal Rise, Sonic Fall 1.5 is now Shadow Reverse Fall.

Shadow Normal Rise:
Shadow Normal 34-23 > Shadow Normal 23-12

Shadow Normal Fall:
Shadow Normal 12-23 > Shadow Normal 23-34

Shadow Reverse Fall:
Shadow Reverse 12-23 > Shadow Reverse 23-34

Shadow Reverse Rise:
Shadow Reverse 34-23 > Shadow Reverse 23-12

You could use Harmonic as long as the direction is still stated, but it can get confusing:

Shadow Normal Rise Harmonic:
Shadow Normal Rise > Shadow Reverse Fall

Shadow Normal Fall Harmonic:
Shadow Normal Fall > Shadow Reverse Rise

Shadow Reverse Fall Harmonic:
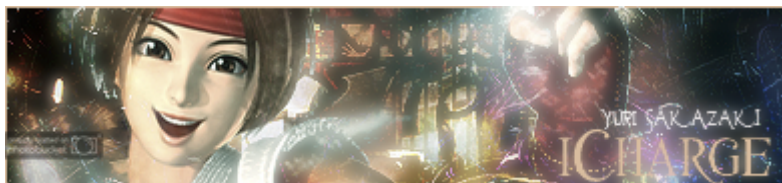Shadow Reverse Fall > Shadow Normal Rise

Shadow Reverse Rise Harmonic:
Shadow Reverse Rise > Shadow Normal Fall

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Flashy

336

Oct 18, 2006   #11

more confusions ftw :)

sketching   💬 2,110

Oct 18, 2006   #12

That's why you should just stick to things like:

Rise > Fall
Fall > Rise

Naming Harmonics of whole combos just seems like a bad idea to begin with.

TayYH89   💬 781

Oct 18, 2006   #13

In the first place, I've never heard of Sonic Fall Harmonic. Only Sonic Rise Harmonic.

adam25   💬 41

Oct 18, 2006   #14

Under this naming system, what would a moonwalk shadow be?

sicxer_

💬 975

🕐 Oct 18, 2006 #15

I believe theres no need to use the moonwalk 'modifier' with this trick now. The finger numbering should take care of that. I belive a moonwalk shadow 12-23 would be the same as a shadow 23-12. Correct me if I'm wrong.

And back to my previous question, let me give an example of how confusion may arise. Say someone makes a thread asking 'How do I do a shadow?', what would your answer be? Would you say 'Use the sonic motion and let the pen spin on the back of your hand, and then catch it after 1.5 spins with any other two fingers'.

I don't know about you but this just sounds wierd and vague. When someone ask how to do a sonic, people would always say 'How the pen between 23...then catch in 12...etc'. 23-12 is accepted as the default and makes explainations much easier. Just telling people to spin the pen through any finger they wish is too loose a defination IMO. Just a personal opinion.

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adam25
💬 41

🕐 Oct 18, 2006 #16

> I believe theres no need to use the moonwalk 'modifier' with this trick now. The finger numbering should take care of that.

Fair enough.

sketching
💬 2,110

🕐 Oct 19, 2006 #17

@sicxer_:
You can look at it from a general difficulty of performance (don't know if that actually means anything). Here are my assumptions to base my choice on:

1. Sonic Normal is easier than Sonic Reverse.

2. The Index and Middle fingers are usually the most flexible and coordinated.

3. From the 12 slot, Shadows can either go up the Thumb, a slightly awkward direction

IMO, go down the hand, or stay in the 12 slot.

4. The Thumb can more easily be kept out of the way than the Index, Middle or Ring fingers.

5. Going down the hand would mean having to deal with atleast one finger which tends to be less coordinated than the Index and Middle fingers.

6. Staying in the same slot means sticking with the best fingers for first learning a trick.

If my assumptions are generally correct, it would seem that Shadow Normal 12-12 (Shadow Still 21) is best choice for a "defaut" Shadow. Plus, most videos arlready online seem to show the basic Shadow as this trick.

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Zombo

💬 8,205

🕐 Oct 19, 2006 #18

really? shadow 12-t1 is the easier shadow, followed by shadow still. THe hardest shadows are the one that goes down IMO.

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sketching

💬 2,110

🕐 Oct 19, 2006 #19

Then maybe it was just me who had a hard time catching with the Thumb. I was only able to perform any Sonic 1.5 (now a Shadow that moves in the direction of a Sonic :)) after learning Shadows.

I agree that going down that hand, for a Shadow Normal, is the hardest.

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Flashy 336

🕐 Oct 19, 2006 #20

sonic fall harmonic i think goes down first then goes up?

sketching 💬 2,110

🕐 Oct 19, 2006 #21

The Fall Harmonic bit really pertains to Shadows since Shadows Normal can go down the hand.

Shadow Normal Fall Harmonic:
Shadow Normal 12-23 > Shadow Normal 23-34 > Shadow Reverse 34-23 > Shadow Reverse 23-12

Flashy 💬 336

🕐 Oct 19, 2006 #22

im talkin about in a break down

like if u do sonic reverse 12-23-34 then sonic normal from 34-23-12 then wouldnt it be sonic fall harmonic since it goes down first

sketching 💬 2,110

🕐 Oct 19, 2006 #23

Sorry about that, Flashy, I forgot to reply to you. The last reply was for TayYH89.

That would be correct.

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Zombo 💬 8,205

🕐 Oct 23, 2006 #24

so Sonic harmonic is a misnomer right?

sinec you said we shouldn't name combos and apply harmonics on them.

Then sonic harmonic should be sonic -> reverse sonic, not sonic rise -> rev sonic fall?

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sketching 💬 2,110

🕐 Oct 23, 2006 #25

I just talking about applying harmonic to Rise and Fall, Normal and Reverse. It might confuse people, as my above post breaking down the Shadows Rise/Fall, Normal/Reverse semed to do.

I am quite sure that the heads of some people on this board may very well explode if they try to figure out what an "Inverse Shadow Reverse Fall Harmonic" actually consists of on the fly. ;)

Sonic Harmonic is still valid since there are still Normal and Reverse Sonics. The same goes for Shadows.

Harmonic is still a small combo of Normal + Reverse or Reverse + Normal.

I had just commented on whether a harmonic combo (ie: Sonic Rise Harmonic or Sonic Fall Harmonic) should really be used instead of just writing out: Sonic Rise > Sonic Fall.

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TayYH89

💬 781

🕐 Oct 23, 2006 #26

I was just wondering, is there a name for the combo: Shadow Normal Rise > Shadown Normal Fall.

Leviathan

💬 1,008

🕐 Oct 23, 2006 #27

Nope, there isn't.

One word: Fruitage
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Taro

💬 551

🕐 Oct 23, 2006 #28

> 66 **TayYH89 @ Oct 22 2006, 10:34 PM wrote:**
>
> I was just wondering, is there a name for the combo: Shadow Normal Rise > Shadown Normal Fall.

ummm lets see maybe Shadow Normal Rise > Shadown Normal Fall? ^_^

lol. im jus messin with u.

but honestly, im with sketching. i dont think u should shorten it past that, jus so it stays

unambiguous.

and just a random comment, when is that last time someone has done a full shadow harmonic in a combo? i mean ppl usually stop at going down, or going up. w/e jus a random observation.

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